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# **유체-지반 연성 코드 작성 및 문제 해결**

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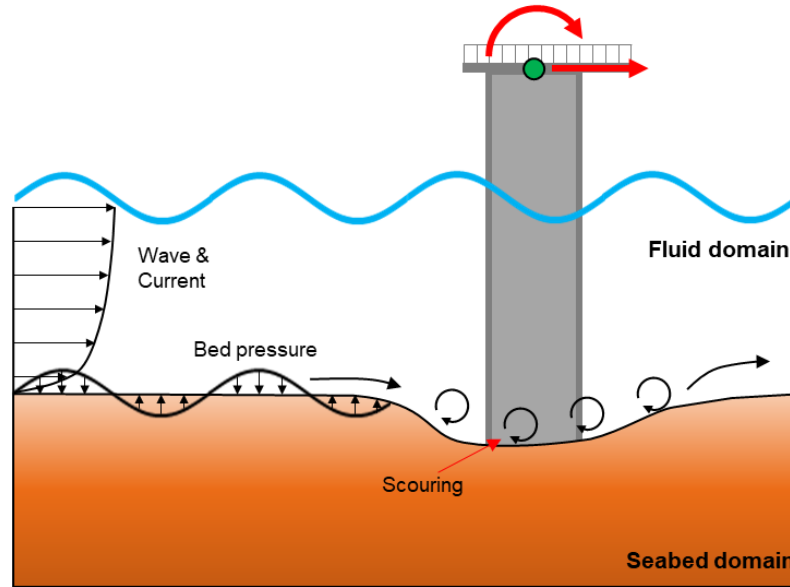
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# 도입부

## □ 연구배경

- 해저지반의 불안정성으로 인한 기초 구조물의 구조적 파괴
- 액상화와 세굴현상에 의한 침하 파괴
- 해저지반-파랑/해류-구조물의 상호작용에 대한 연구 필요



## □ 연구목적

- 파랑과 해류를 고려한 환경하중에서 해저지반의 반응에 따른 모노파일 주위 세굴 현상에 대한 수치해석

# 수치해석 방법

## □ 유체-구조 연성 해석 기법

### – 집적(monolithic) 기법

- 유동장과 구조물의 변형을 하나의 계로 간주하여 계산

### – 분할(partitioned) 기법

- 유동장과 구조물의 변형을 각각의 도메인에서 계산
- 도메인의 공통 경계면을 통하여 유체력을 전달하고 구조물의 변형 및 변위 정보를 반영
- 단방향(one-way coupling)연성과 양방향(two-way coupling)연성
- 단방향 연성은 한 시간 단계에서 유체에서 구조로 전달하기 때문에 구조물의 변형이 크지 않은 유체-구조 문제에 적합
- 양방향 연성은 한 시간 단계에서 유체와 구조에 대한 정보를 양방향으로 전달하기 때문에 복잡한 유체-구조 문제에 적합
- 본 연구에서는 유체력에 의해 변형된 해저지반을 고려한 세굴현상을 해석(양방향 연성)

# 시행 착오

## □ Cylinder mesh using blockMesh

faceInterpolate() →

fluid.faceCentres    solid.faceCentres

faceInterpolate() →

fluid.Pressure.face    solid.Pressure.face

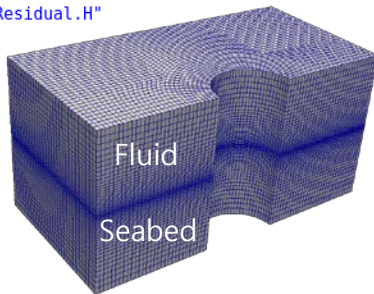
pp.seabed.face()

	fluidPatch.cellCentre	fluidZone.cellCentre	solidPatch.cellCentre	difference	fluidPatchPressure	fluidZonePressure	solidPatchPressure	solidZonePressure	pp.boundaryField()	pp.boundaryField()[solidPatchID]
1										
2	-1.97494	0.0354704	-1.97494	0.0354704	78083.9	78083.9	78083.9	78083.9	0	78083.9
3	-1.97479	0.106405	-1.97479	0.106405	77993	77993	77993	77993	0	77993
4	-1.97448	0.17732	-1.97448	0.17732	77813.6	77813.6	77813.6	77813.6	0	77813.6
5	-1.97403	0.248202	-1.97403	0.248202	77548.6	77548.6	77548.6	77548.6	0	77548.6
6	-1.97343	0.31904	-1.97343	0.31904	77204.5	77204.5	77204.5	77204.5	0	77204.5
7	-1.97268	0.389822	-1.97268	0.389822	76785.9	76785.9	76785.9	76785.9	0	76785.9
8	-1.9718	0.460535	-1.9718	0.460535	76301.9	76301.9	76301.9	76301.9	0	76301.9
9	-1.97079	0.53117	-1.97079	0.53117	75759.8	75759.8	75759.8	75759.8	0	75759.8
10	-1.96965	0.601716	-1.96965	0.601716	75169.8	75169.8	75169.8	75169.8	0	75169.8
11	-1.96839	0.672163	-1.96839	0.672163	74542.2	74542.2	74542.2	74542.2	0	74542.2
12	-1.92486	0.0356641	-1.92486	0.0356641	78242.7	78242.7	78242.7	78242.7	0	78242.7
13	-1.9244	0.106974	-1.9244	0.106974	78150.5	78150.5	78150.5	78150.5	0	78150.5
14	-1.92348	0.178228	-1.92348	0.178228	77968.5	77968.5	77968.5	77968.5	0	77968.5
15	-1.92211	0.24939	-1.92211	0.24939	77700.5	77700.5	77700.5	77700.5	0	77700.5

```

do
{
    outerCorr++;

    //#      include "setInterfaceDisplacement.H"
    //#      include "moveFluidMesh.H"
    #        include "solveFluid.H"
    #        include "setInterfaceForce.H"
    #        include "solveSolidEuler.H"
    //#      include "calcFsiResidual.H"
}
    
```



after 1time step

previous time step    present time step

	fluidPatchPressure	fluidZonePressure	solidPatchPressure	solidZonePressure	pp.boundaryField()	pp.boundaryField()[solidPatchID]
	277.13	277.13	277.13	277.13	78083.9	277.13
	276.202	276.202	276.202	276.202	77993	276.202
	273.521	273.521	273.521	273.521	77813.6	273.521
	270.123	270.123	270.123	270.123	77548.6	270.123
	263.514	263.514	263.514	263.514	77204.5	263.514
	257.057	257.057	257.057	257.057	76785.9	257.057
	248.747	248.747	248.747	248.747	76301.9	248.747
	241.093	241.093	241.093	241.093	75759.8	241.093
	232.847	232.847	232.847	232.847	75169.8	232.847
	223.617	223.617	223.617	223.617	74542.2	223.617
	219.415	219.415	219.415	219.415	78242.7	219.415
	278.636	278.636	278.636	278.636	78150.5	278.636
	276.251	276.251	276.251	276.251	77968.5	276.251
	272.228	272.228	272.228	272.228	77700.5	272.228
	265.589	265.589	265.589	265.589	77352.6	265.589





# 시행 착오

## □ Cylinder mesh using snappyHexMesh

faceInterpolate()

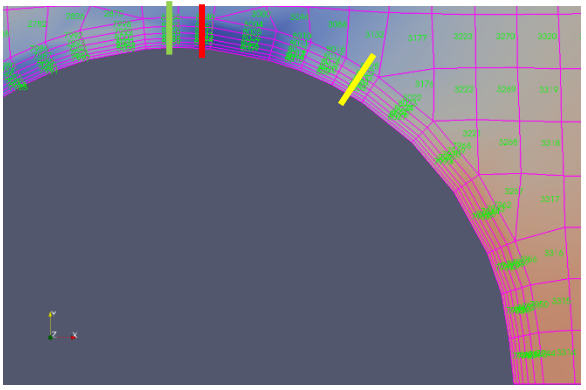
faceInterpolate()

fluid.faceCentres    solid.faceCentres

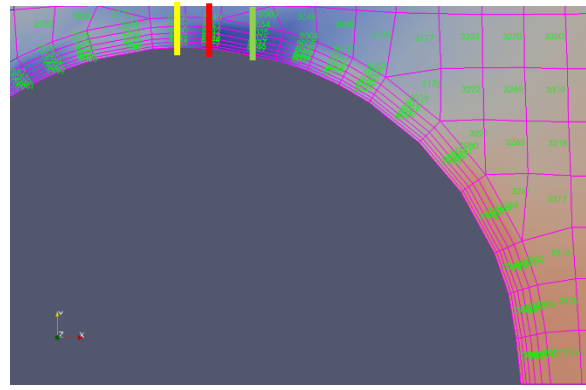
fluid.Pressure.face    solid.Pressure.face    pp.seabed.face()

1	fluid.faceCentres		solid.faceCentres		fluid.Pressure.face		solid.Pressure.face		pp.seabed.face()						
	fluidPatchFaceCentres	fluidZoneFaceCentres	solidPatchFaceCentres	solidZoneFaceCentres	fluidPatchPressure	fluidZonePressure	solidPatchPressure	solidZonePressure	difference	pp.boundaryFace					
8000	-0.0973986	0.527286	-0.0973986	0.527286	-0.169292	0.510345	-0.169292	0.510345	0.0718934	25917.3	25917.3	34224.3	34224.3	-8307.0	34224.3
8001	-0.0953051	0.51594	-0.0953051	0.51594	-0.165665	0.499361	-0.165665	0.499361	0.0703599	26061.4	26061.4	34532.9	34532.9	-8471.5	34532.9
8002	-0.0936951	0.507214	-0.0936951	0.507214	-0.162875	0.490914	-0.162875	0.490914	0.0691799	26173.9	26173.9	34760.3	34760.3	-8586.4	34760.3
8003	-0.0924581	0.500502	-0.0924581	0.500502	-0.160729	0.484417	-0.160729	0.484417	0.0682709	26259.1	26259.1	34926.3	34926.3	-8667.2	34926.3
8004	-0.0915046	0.49534	-0.0915046	0.49534	-0.159079	0.479419	-0.159079	0.479419	0.0675744	26322	26322	35043.3	35043.3	-8721.3	35043.3
8005	-0.0907719	0.491369	-0.0907719	0.491369	-0.157808	0.475577	-0.157808	0.475577	0.0670361	26369.5	26369.5	35126.4	35126.4	-8756.9	35126.4
8006	0.0989447	0.526763	0.0989447	0.526763	0.170776	0.509537	0.170776	0.509537	-0.0718313	1523.24	1523.24	-6709.49	-6709.49	8232.73	-6709.49
8007	0.0968242	0.515421	0.0968242	0.515421	0.167134	0.498558	0.167134	0.498558	-0.0703098	1365.9	1365.9	-7023.39	-7023.39	8389.29	-7023.39
8008	0.0951945	0.506698	0.0951945	0.506698	0.164332	0.490115	0.164332	0.490115	-0.0691375	1240.71	1240.71	-7249.96	-7249.96	8490.67	-7249.96
8009	0.0939411	0.499988	0.0939411	0.499988	0.162177	0.483621	0.162177	0.483621	-0.0682359	1143.67	1143.67	-7411.4	-7411.4	8555.07	-7411.4
8010	0.0929748	0.494829	0.0929748	0.494829	0.160519	0.478626	0.160519	0.478626	-0.0675442	1070.26	1070.26	-7527.03	-7527.03	8597.29	-7527.03
8011	0.0922343	0.490859	0.0922343	0.490859	0.159245	0.474784	0.159245	0.474784	-0.0670107	1016.23	1016.23	-7608.04	-7608.04	8624.27	-7608.04
8012	0.170776	0.509537	0.170776	0.509537	0.221633	0.489806	0.221633	0.489806	-0.050857	-6709.49	-6709.49	-12907	-12907	6197.51	-12907
8013	0.167134	0.498558	0.167134	0.498558	0.216877	0.479264	0.216877	0.479264	-0.049743	-7023.39	-7023.39	-13296.8	-13296.8	6273.41	-13296.8
8014	0.164332	0.490115	0.164332	0.490115	0.213219	0.471156	0.213219	0.471156	-0.048887	-7249.96	-7249.96	-13587	-13587	6337.04	-13587

Face numbering order의 차이로 인한 오차



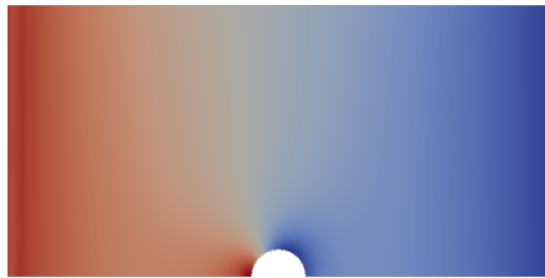
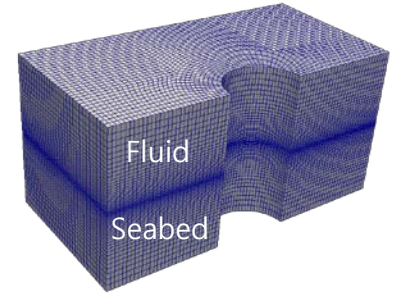
Seabed\_fluid\_cellID



Seabed\_solid\_cellID

# 시행 착오

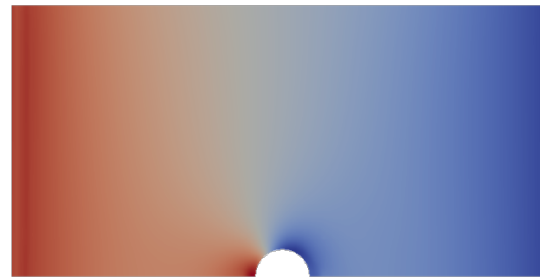
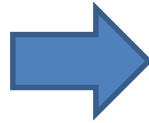
- Cylinder mesh using blockMesh
  - 단방향 연성



-2.613e-04 0.0027 0.0056 0.0085 1.141e-02

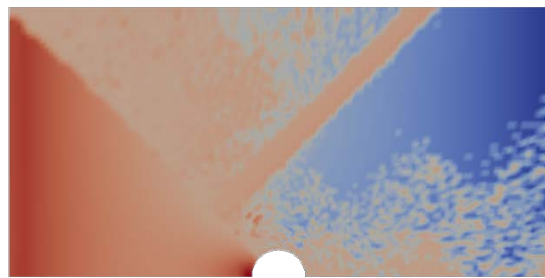
Seabed\_fluid\_pressure

sampleDict



-2.613e-01 2.664 5.589 8.515 1.144e+01

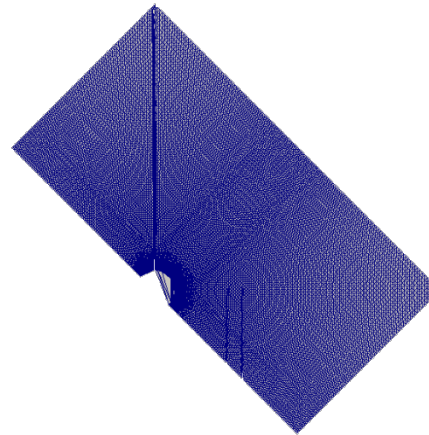
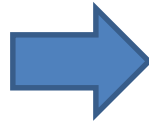
Seabed\_fluid\_pressure\_sampling.vtk



-2.613e-04 2.852 5.704 8.556 1.141e+01

Seabed\_soil\_pressure

triangulation



Seabed\_soil\_pressure

timeVaryingMappedFixedValue.C

```

366 tmp<vectorField> tlocalVertices
367 (
368     referenceCS().localPosition(samplePoints)
369 );
370 );
371 const vectorField& localVertices = tlocalVertices();
372
373 // Determine triangulation
374 List<vector2D> localVertices2D(localVertices.size());
375 forAll(localVertices, i)
376 {
377     localVertices2D[i][0] = localVertices[i][0];
378     localVertices2D[i][1] = localVertices[i][1];
379 }
380
381 triSurface s(triSurfaceTools::deLaunay2D(localVertices2D));
382
383 tmp<pointField> localFaceCentres
384 (
385     referenceCS().localPosition
386     (
387         this->patch().patch().faceCentres()
388     )
389 );
    
```



# Conclusions

## Data mapping

- 오픈폼에서 사용되는 데이터 mapping 기법에 대한 이해 필요
- Patch to Patch interpolation 에서 face interface error 문제
- timeVaryingMappedFixedValue 경계조건에서 삼각법 적용 문제

## 단방향 유체-구조(해저지반) 연성

- 유체 도메인의 인터페이스 값을 해저지반 인터페이스 입력값으로 불러들일 때 point interpolation error가 발생

## 양방향 유체-구조(해저지반) 연성

- Cylinder mesh using blockMesh
  - Face interpolation은 만족하지만 soil modeling iteration에서 발산
- Cylinder mesh using SnappyHexMesh
  - Face interpolation error 발생
  - Cell numbering이 바뀌면서 pressure interpolate 오차 발생

THANK YOU  
Q&A